

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L8	294	"340/995.1".CCLS.	USPAT	OR	ON	2007/11/06 17:56
L9	58	L8 and @rlad <= "20030801"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/11/06 17:57
L10	0	9 and "blank map"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/11/06 17:58
L11	356	"345/530".CCLS.	US-PGPUB; USPAT	OR	ON	2007/11/06 17:57
L12	94	L11 and @rlad <= "20030801"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/11/06 18:56
L13	0	12 and "blank map"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/11/06 17:57
L14	5	((ERIKO) near2 (OHDACHI)).INV.	US-PGPUB; USPAT	OR	ON	2007/11/06 17:58
L15	1	14 and "blank map"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/11/06 17:58
L16	111	blank near map	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/11/06 18:56

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L17	21	L16 and @rlad <= "20030801"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/11/06 18:56
S1	2	"US 20060238378"	US-PGPUB; USPAT; USOCR; DERWENT	OR	ON	2007/11/06 10:44
S2	294	"340/995.1".CCLS.	USPAT	OR	ON	2007/11/06 10:44
S3	5	((ERIKO) near2 (OHDACHI)).INV.	US-PGPUB; USPAT	OR	ON	2007/11/06 10:50
S4	3	((ERIKO) near2 (OHDACHI)).INV.	EPO; JPO; DERWENT	OR	ON	2007/11/06 18:56
S5	356	"345/530".CCLS.	US-PGPUB; USPAT	OR	ON	2007/11/06 11:19
S6	4	"6310543"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/11/06 10:51
S7	7	"6700504"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/11/06 11:10
S8	13	"360875"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/11/06 11:10
S9	70	"4360875"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/11/06 11:11

EAST Search History

S10	2	("4360875").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/11/06 11:11
S11	94	S5 and @rlad <= "20030801"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/11/06 11:41
S12	4	S11 and GPS	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/11/06 11:41
S13	58	S2 and @rlad <= "20030801"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/11/06 11:41
S14	52	S13 and GPS	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/11/06 11:41
S15	52	S13 and "GPS"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/11/06 11:49
S16	20	S15 and retrieving	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/11/06 11:49


Terms used: **generating a blank map with GPS**

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Best 200 shown

Relevance scale ☐ ☐ ☐ ☐ ☐

121 [MARE: resource discovery and configuration in ad hoc networks](#)

Matt Storey, Gordon Blair, Adrian Friday

October 2002 **Mobile Networks and Applications**, Volume 7 Issue 5

Publisher: Kluwer Academic Publishers

Full text available:  [pdf\(246.73 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The emergence of personal portable devices, such as PDA's and Mobile phones, with considerable processing and communication capabilities, has led to a desire to use various combinations of these devices together to achieve new and as yet unrealised operations. Not only are mobile devices expected to offer conventional facilities like email and web browsing but also more demanding multimedia applications. Attaining these operations within a fixed network environment with high-power workstations i ...

Keywords: ad hoc, mobile agents, resource discovery, tuple space



122 [Systems Issues: Robotics-based location sensing using wireless ethernet](#)



Andrew M. Ladd, Kostas E. Bekris, Algis Rudys, Guillaume Marceau, Lydia E. Kavraki, Dan S. Wallach

September 2002 **Proceedings of the 8th annual international conference on Mobile computing and networking MobiCom '02**

Publisher: ACM Press

Full text available:  [pdf\(235.70 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

A key subproblem in the construction of location-aware systems is the determination of the position of a mobile device. This paper describes the design, implementation and analysis of a system for determining position inside a building from measured RF signal strengths of packets on an IEEE 802.11b wireless Ethernet network. Previous approaches to location awareness with RF signals have been severely hampered by non-linearity, noise and complex correlations due to multi-path effects, interferenc ...

Keywords: 802.11, localization, mobile systems, probabilistic analysis, wireless networks



123 [Data abstraction and information hiding](#)



K. Rustan M. Leino, Greg Nelson

September 2002 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 24 Issue 5

Publisher: ACM Press

Full text available:  [pdf\(469.27 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This article describes an approach for verifying programs in the presence of data

abstraction and information hiding, which are key features of modern programming languages with objects and modules. This article draws on our experience building and using an automatic program checker, and focuses on the property of *modular soundness*: that is, the property that the separate verifications of the individual modules of a program suffice to ensure the correctness of the composite program. We fo ...

Keywords: Abstract variables, abstraction dependencies, extended static checking, modifies clauses, modular verification, object-oriented programming, specifications

124 Section 05: home and neighbourhood: Of maps and guidebooks: designing



geographical technologies

Barry Brown, Mark Perry

June 2002 **Proceedings of the conference on Designing interactive systems: processes, practices, methods, and techniques DIS '02**

Publisher: ACM Press

Full text available: pdf(56.83 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Researchers and designers are increasingly making use of geographic location in designing context-aware computer systems. However, there has been little conceptual work on how geography interacts with technology. In this paper, we use the concepts of "place and space" to explore how technologies are used geographically and how they impact on, and are used in, the physical environment. Fieldwork with tourists using maps and guidebooks shows how technology brings space and place together in activi ...

Keywords: context-aware computing, ethnography, geography, place and space, user studies

125 Next-Gen Open Hypermedia, Part One: Towards geo-spatial hypermedia: Concepts and prototype implementation



Kaj Grønbaek, Peter Posselt Vestergaard, Peter Ørbæk

June 2002 **Proceedings of the thirteenth ACM conference on Hypertext and hypermedia HYPERTEXT '02**

Publisher: ACM Press

Full text available: pdf(940.36 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper combines spatial hypermedia with techniques from Geographical Information Systems and location based services. We describe the Topos 3D Spatial Hypermedia system and how it has been developed to support geo-spatial hypermedia coupling hypermedia information to model representations of real world buildings and landscapes. The prototype experiments are primarily aimed at supporting architects and landscape architects in their work on site. Here it is useful to be able to superimpose and ...

Keywords: 3D, GIS, geo-spatial, information management, spatial hypermedia

126 A user-centered framework for next-generation field data collection



Sarah Nusser, Les Miller, Keith Clarke, Mike Goodchild

May 2002 **Proceedings of the 2002 annual national conference on Digital government research dg.o '02**

Publisher: Digital Government Research Center

Full text available: pdf(1.02 MB)

Additional Information: [full citation](#), [citations](#)

127 Languages & Authoring for the Semantic Web: Unparsing RDF/XML



Jeremy J. Carroll

May 2002 **Proceedings of the 11th international conference on World Wide Web WWW '02**

Publisher: ACM Press

It is difficult to serialize an RDF graph as a humanly readable RDF/XML document. This paper describes the approach taken in Jena 1.2, in which a design pattern of guarded procedures invoked using top down recursive descent is used. Each procedure corresponds to a grammar rule; the guard makes the choice about the applicability of the production. This approach is seen to correspond closely to the design of an LL(k) parser, and a theoretical justification of this correspondence is found in univer ...

Keywords: RDF, XML, generation, grammar, parsing, universal algebra, unparsing

128 Student Posters: Backseat gaming: expolaration of mobile properties for fun



Liselott Brunnberg

April 2002 **CHI '02 extended abstracts on Human factors in computing systems CHI '02**

Publisher: ACM Press

Full text available:  [pdf\(194.25 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

This paper presents a prototype developed as part of the Backseat gaming project. The aim of the project is to explore how to make use of moblie properties for developing compelling and fun game experiences. The prototype is developed for use in a highly mobile situation, that of a car passenger and is realized by the use of mobile devices and the users physical location during speed to merge the virtual content and surrounding road context into an augmented reality game.

Keywords: Mobility, augmented reality, handheld computers, wireless computer games

129 Automatic Generation of Fast Timed Simulation Models for Operating Systems in SoC Design

S. Yoo, G. Nicolescu, L. Gauthier, A. Jerraya

March 2002 **Proceedings of the conference on Design, automation and test in Europe DATE '02**

Publisher: IEEE Computer Society

Full text available:  [pdf\(158.87 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#)

To enable fast and accurate evaluation of HW/SW implementationchoices of on-chip communication, we presenta method to automatically generate timed OS simulationmodels. The method generates the OS simulation modelswith the simulation environment as a virtual processor.Since the generated OS simulation models use finalOS code, the presented method can mitigate the OS codeequivalence problem. The generated model also simulatesdifferent types of processor exceptions. This approach providestwo orders ...

130 Full Papers: A resource-adaptive mobile navigation system



Jörg Baus, Antonio Krüger, Wolfgang Wahlster

January 2002 **Proceedings of the 7th international conference on Intelligent user interfaces IUI '02**

Publisher: ACM Press

Full text available:  [pdf\(246.55 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The design of mobile navigation systems adapting to limited resources will be an important future challenge. Since typically several different means of transportation have to be combined in order to reach a destination, the user interface of such a system has to adapt to the user's changing situation. This applies especially to the alternating use of different technologies to detect the user's position, which should be as seamless as possible. This article presents a hybrid navigation system tha ...

Keywords: mobile navigation, resource adaptivity, user adaptivity

Ubiquitous Computing Entertainment

Staffan Björk, Jussi Holopainen, Peter Ljungstrand, Karl-Petter Åkesson

January 2002 **Personal and Ubiquitous Computing**, Volume 6 Issue 5-6

Publisher: Springer-Verlag

Full text available:  [pdf\(512.39 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

We report from a Research Atelier that explored how ubiquitous computing could be applied to fun and entertainment. The Atelier lasted for five days, starting with two days of scenario development and brainstorming activities. This led to three fairly concrete – though very different – game ideas. The background and motivation for the Atelier is described, as well as the method used and the games developed.

Keywords: Computer games, Computer-based entertainment, Game design, Ubiquitous computing



132 The Design and Implementation of a Mobile Learning Resource

Mike Sharples, Dan Corlett, Oliver Westmancott

January 2002 **Personal and Ubiquitous Computing**, Volume 6 Issue 3

Publisher: Springer-Verlag

Full text available:  [pdf\(384.39 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

The convergence of mobile communications and handheld computers offers the opportunity to develop technology that will assist individuals and groups to learn anytime, anywhere. We describe the theory-informed design, implementation and evaluation of a handheld learning device. It is intended to support children to capture everyday events such as images, notes and sounds, to relate them to web-based learning resources, to organise these into a visual knowledge map, and to share them with other le ...



133 Designing the PDA of the future



Aaron Marcus, Eugene Chen

January 2002 **interactions**, Volume 9 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(694.37 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)
 [html\(39.80 KB\)](#)

In this article, Aaron Marcus and Associates (AM+A) describes a project with Samsung Electronics to design user-interface concepts for the future of wireless devices. AM+A conducted extensive research, including contextual observation, then designed a suite of product ideas that Samsung could incorporate into specific products over the next few years. Samsung also acquired knowledge about the user-interface development process. AM+A sought to design usable as well as useful mobile devices that c ...



134 Of maps and guidebooks: designing geographical technologies



Barry Brown, Mark Perry

December 2001 **ACM SIGGROUP Bulletin**, Volume 22 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(676.09 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

The physical environment plays a large role in the design and use of technology. So called "context-aware" systems use ultrasound, GPS or cell-tracking, to work out their position and infer something of their context [9]. These systems offer the possibility of technology which responds better to the environments it is in [4], and also technologies which interact with the physical world in new ways [5]. Through these developments technology is increasingly taking on a geographical aspect, as it b ...



135 The state of the art in automating usability evaluation of user interfaces



Melody Y. Ivory, Marti A Hearst

December 2001 **ACM Computing Surveys (CSUR)**, Volume 33 Issue 4

Publisher: ACM Press

Full text available:  [pdf\(2.31 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Usability evaluation is an increasingly important part of the user interface design process. However, usability evaluation can be expensive in terms of time and human resources, and automation is therefore a promising way to augment existing approaches. This article presents an extensive survey of usability evaluation methods, organized according to a new taxonomy that emphasizes the role of automation. The survey analyzes existing techniques, identifies which aspects of usability evaluation aut ...

Keywords: Graphical user interfaces, taxonomy, usability evaluation automation, web interfaces

136 Session 1: A diary study of rendezvousing: implications for position-aware computing and communications for the general public



Martin Colbert

September 2001 **Proceedings of the 2001 International ACM SIGGROUP Conference on Supporting Group Work GROUP '01**

Publisher: ACM Press

Full text available:  pdf(307.98 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents a diary study of rendezvousing as performed by university students. The study suggests that rendezvousing frequently does not occur exactly as planned, but this is not necessarily problematic. It also reveals that 'problem' rendezvous were attributed more frequently to modes of travel, over-running of previous activities and lack of information about other rendezvousers, than to lack of information about travel, or local geography. These, and other, findings have implications ...

Keywords: diary study, mobile, performance, personal computing and communications, position-awareness, rendezvousing

137 Development of the HRL route navigation dialogue system

Robert Belvin, Ron Burns, Cheryl Hein

March 2001 **Proceedings of the first international conference on Human language technology research HLT '01**

Publisher: Association for Computational Linguistics

Full text available:  pdf(88.14 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

In this paper we report on our work on a prototype route navigation dialogue system for use in a vehicle. The system delivers spoken turn-by-turn directions, and has been developed to accept naturally phrased navigation queries, as part of our overall effort to create an in-vehicle information system which delivers information as requested while placing minimal cognitive load on the driver.



Keywords: NLP, dialogue manager, dialogue systems, discourse, navigation, pragmatics

138 Web mining and its SQL based parallel execution

Masaru Kitsuregawa, Takahiko Shintani, Iko Pramudiono


January 2001 **Australian Computer Science Communications , Proceedings of the workshop on Information technology for virtual enterprises ITVE '01 , Proceedings of the workshop on Information technology for virtual enterprises ITVE '01**, Volume 23 Issue 6

Publisher: IEEE Computer Society, IEEE Computer Society Press

Full text available:  pdf(674.03 KB) Additional Information: [full citation](#), [abstract](#), [references](#)
 [Publisher Site](#)

Web mining can be classified into two categories, Web access log mining and Web structure mining. We performed association rule mining and sequence pattern mining against the access log which was accumulated at NTT Software Mobile Info Search portal site. Detail web log mining process and the rules we derived are reported in this paper. The parallel association rule mining is explored on large scale PC cluster system. Parallelism is key to improve the performance. We achieved substantial speed u ...

139 [A hybrid indoor navigation system](#)

 Andreas Butz, Jörg Baus, Antonio Krüger, Marco Lohse

January 2001 **Proceedings of the 6th international conference on Intelligent user interfaces IUI '01**

Publisher: ACM Press

Full text available:  [pdf\(123.55 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We describe a hybrid building navigation system consisting of stationary information booths and a mobile communication infrastructure feeding small portable devices. The graphical presentations for both the booths and the mobile devices are generated from a common source and for the common task of way finding, but they use different techniques to convey possibly different subsets of the relevant information. The form of the presentations is depending on technical limitations of the output m ...

Keywords: hybrid user interfaces, navigation, resource adaptivity, user adaptivity

140 [Cartography and geographic information systems as semiotic systems: a comparative analysis](#)



Alysson Bolognesi Prado, M. Cecília C. Baranauskas, Cláudia M. Bauzer Medeiros

November 2000 **Proceedings of the 8th ACM international symposium on Advances in geographic information systems GIS '00**

Publisher: ACM Press

Full text available:  [pdf\(603.45 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

Geographic Information Systems (GIS) have grown rapidly, motivated by general trends of information technologies in expanding their potential uses. In line with this tendency, GIS must consider the familiarity of new users with Cartography and their traditional way of representing natural phenomena. This paper evaluates the expressive power of GIS relative to their cartographic elements, based on a Semiotic approach, which is concerned with understanding the construction and interpretation of ...

Keywords: cartography, geographic information systems, human-computer interface, semiotic

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